Flex static code analysis

Unique rules to find Bugs, Security Hotspots, and Code Smells in your FLEX code

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Tags

Search by name...

Security.allowDomain(...) should only be used in a tightly focused manner
Vulnerability

The flash.system.Security.exactSettings property should never be set to false
Vulnerability

Dynamic classes should not be used
Code Smell

"LocalConnection" should be configured to narrowly specify the domains with which local connections to other Flex application are allowed
Vulnerability

"default" clauses should be first or last
Code Smell

Event types should be defined in metadata tags
Code Smell

Event names should not be hardcoded in event listeners
Code Smell

The special "star" type should not be used
Code Smell

Variables of the "Object" type should not be used
Code Smell

Methods should not be empty
Code Smell

Constant names should comply with a naming convention
Code Smell

All branches in a conditional structure should not have exactly the same implementation
Bug

Classes that extend "Event" should

Statements, operators and keywords specific to ActionScript 2 should not be used

Analyze your code

Code Smell   Major   obsolete

Usage of statements, operators and keywords specific to ActionScript 2 does not allow to migrate to ActionScript 3. This includes "intrinsic" keyword, set variable statement and following list of operators:

- <> (inequality) - use `!=` instead
- `add` (concatenation (strings)) - use + instead
- `eq` (equality (strings)) - use == instead
- `ne` (not equal (strings)) - use `!=` instead
- `lt` (less than (strings)) - use < instead
- `le` (less than or equal to (strings)) - use <= instead
- `gt` (greater than (strings)) - use > instead
- `ge` (greater than or equal to (strings)) - use >= instead
- `and` (logical and) - use `&&` instead
- `or` (logical or) - use `||` instead
- `not` (logical not) - use `!` instead

Noncompliant Code Example

```
if (true != false) { // Compliant
}

if (true <> false) { // Noncompliant
}

set("varName", value); // Noncompliant
varName = value; // Compliant
```

Available In:
sonarcloud sonarqube

override "Event.clone()"
Bug

Constructors should not dispatch events

Bug

"ManagedEvents" tags should have companion "Event" tags

Bug

Objects should not be instantiated inside a loop

Code Smell

Two branches in a conditional structure should not have exactly the same implementation

Code Smell

Constructor bodies should be as lightweight as possible

Code Smell

Only "while", "do" and "for" statements should be labelled

Code Smell

Statements, operators and keywords specific to ActionScript 2 should not be used

Code Smell

"for" loop stop conditions should be invariant

Code Smell

Unused function parameters should be removed

Code Smell